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Fingerprinting and forensic analysis of multimedia

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Authors [Daniel Schonberg](#) University of California, Berkeley, CA
[Darko Kirovski](#) Microsoft Research, Redmond, WA

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↑ ABSTRACT

One of the prime reasons movie and music studios have ignored the Internet for open-networked multimedia content delivery, has been the lack of a technology that can support a secure digital rights management (DRM) system on a general purpose computer. The difficulty of building an effective multimedia DRM stems from the fact that traditional cryptographic primitives such as encryption or scrambling do not protect audio or video signals once they are played in plain-text. This fact, commonly referred to as "the analog hole," has been responsible for the popularity of multimedia file sharing which cannot be controlled, at least technically, by content's copyright owners.

In this paper, we explore multimedia fingerprinting as an answer to "the analog hole" problem. We propose a new asynchronic spread-spectrum fingerprinting paradigm particularly tailored for fast detection. Next, we present two techniques for fast maximum-likelihood audio and video synchronization designed to cope with typical de-synch attacks. We analyze the collusion resistance of a large class of spread-spectrum fingerprinting systems using a new, gradient attack. Surprisingly, we show that the collusion resistance of traditional spread-spectrum fingerprints is a small constant that does not depend on the object size.

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Note: OCR errors may be found in this Reference List extracted from the full text article. ACM has opted to expose the complete List rather than only correct and linked references.

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↑ INDEX TERMS

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↳ **H.5.5** [Sound and Music Computing](#)

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↑ Collaborative Colleagues:

Darko Kirovski:	Hagai Attias	Lisa M. Guerra	Chunho Lee	Marlos C.
	James M. Burger	Henrique	David Liu	Papaefthymiou
	Jason Cong	Inki Hong	Seapahn	Miodrag Potkonjak
	Christopher J.	Yean-Yow	Maguerdichian	Gang Qu
	Cookson	Hwang	David P. Maher	Daniel Schonberg
	Milenko Drini	Neboisa Jojic	Henrique Malvar	Mani B. Srivastava
	Milenko Drinić	Andrew B.	Henrique S. Malvar	Hoi Vo
	Milenko Drinic	Kahng	William Mangione-	Jeremy Welt
	Milos Ercegovic	Johnson Kin	Smith	Jennifer Wong
	Jessica Feng	Kevin Kornegay	William H. Mangione-	Jennifer L. Wong
	Borko Furht	Farinaz	Smith	Yacov Yacobi
		Koushanfar	Stefanus Mantik	
		Zeph Landau	Seapahn	
			Meguerdichian	

[Daniel Schonberg:](#) [Darko Kirovski](#)

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